FOR IMMEDIATE RELEASE - May 16th, 1997, Dallas, TX - DigiFX Interactive, Inc. announces video game lineup for 1997 and 1998!

DigiFX Interactive, Inc. a developer of high content interactive video games for the PC, Macintosh, Playstation and Nintendo game systems announces video game titles for '97 and '98.

"Our newest titles reflect our desire to dominate the real time strategy market. Our current projects in development are truly distinct. In an industry that clones many types of games, we felt it was critical to create unique products." says Lee Jacobson, Director of Product Development.

"All of our games are designed for individual players as well as multi-player and Internet play. Our latest titles are based on our proprietary "Exile" engine technology which provides extremely fast performance and flexibility for Windows 95 and DirectX In addition our Internet support uses much less bandwidth than normal and the result is a much smoother playing experience for the gamer." says Jacobson.

All DigiFX's upcoming titles will be based on the proprietary high performance "Exile" API. "Exile" is also being slated as a product for release on its own. "The reason we developed "Exile" is that we saw no real API capable of the speed and performance required to develop professional quality games under DirectX. If you play any current native Win 95 games you're lucky to get 15 framer per second" says Jacobson. "We felt that if WE couldn't find one, there must be a market for an easy to use API." In addition, Jacobson says all future strategy titles will have 3D hardware support including 3DFX, NVIDIA, VIRGE, etc.

DigiFX's product lineup includes;

* "MISSION TO NEXUS PRIME" is a real time strategy game based on a original story by the Hugo Award winning and New York Times bestselling author, Timothy Zahn. Mr. Zahn's hugely successful STAR WARS(TM) and numerous other novels have won him worldwide acclaim. "MISSION TO NEXUS PRIME" contains unique gameplay with features not seen in other strategy games like; four types of dynamically changing terrain on which to battle your opponents; Desert, Arctic, Tropical and Volcanic. Earthquakes and lava eruptions which when triggered form entirely new terrain maps on the fly! Units and vehicles can fall through cracked ice, sink in quicksand and be crushed by falling meteors. Scheduled release: Fall '97.

* "RETURN TO NEXUS PRIME" - The first expansion CD for the "Nexus Prime" trilogy! Tim Zahn's story continues where the first ended! The add-on CD contains over 50 new single and multiplayer missions. "Return to Nexus

Prime" also will include many new weapons, units and structures. Scheduled release: Christmas '97.

* "KAIJU" - A "real time" multi-player strategy game with an entirely new twist! Have you ever seen those cheesy Japanese films with Godzilla and Rodan and other radioactive monsters? Now imagine controlling all of their destructive power and unleashing it on the puny humans! This is the world of "KAIJU". The game is set in the cheesy Hollywood genre of the golden age of monster movies! In "KAIJU" the player can choose either the humans or the monsters! As the humans, the player must defend the cities from the creatures by using all the resources available. As monsters, the player must crush, stomp and obliterate every human (and everything) in sight! We're not kidding, this game allows total destruction of everything!

The city is under attack! Giant monsters breathing fire are leveling every building in sight. It is up to you to mobilize your forces and develop new technologies in order to stop these giant creatures, or choose to command a cadre' of crazed dinosaurs, giant lizards, sea monsters, radioactive space monsters, "King Congo" (the biggest ape you ever saw) and other huge destructive creatures whose sole purpose is to obliterate mankind! No this isn't just a "kill the bad guy" strategy game...it's total destruction! Scheduled release: February '98.

* "UNDEAD WARS" - A ghoulish "real time" multi-player strategy game where the player commands either the divine 'Forces or Life" or the evil "Undead Army of Darkness". As the commander of the Forces of Life, the player must enlist the aid of the locals to raise an army and defeat the Undead. Use Inventors to develop new weapons, Clergymen and Warriors to battle the Dead. As the leader of the Undead Army, send out your Ghouls to rob local cemeteries in order to strengthen you ranks. Send 'PlagueMongers' out to make sure mortality rates remain as high as possible. Control Skeletons, Vampires, and Zombie hordes and rule the world. Scheduled release: June '98.

* "TOY WARS" - Imagine full 3D Toy Story(TM) graphics in a "real time" multi-player strategy game! "TOY WARS" is a completely new approach to strategy gaming combining resource management as well as constructing new "weapons" made out of toy parts! Use "Lincoln logs" to build catapults. "Erector sets" to build guard towers, and create entirely new characters by removing the body parts of your favorite heroes and creatures! Scheduled release: August '98.

"ENCLAVE" - A unique 3D real-time strategy and fantasy RPG which combines role playing elements within a strategy game. Player will recruit various fighters, mages, wizards and thieves to form "parties" each with their own strengths to complete specific missions. Players can also "team up" with computer or human

players and form guilds which fight for territorial control. “ENCLAVE” features advanced 3D terrain and lighting effects for day and night missions.

“ENCLAVE” will be the first game to use DigiFX’s custom Internet game server, “DIGINET”. “ENCLAVE” will include full internet support for up to 1000 players. Scheduled release: Christmas ‘98.

DigiFX is currently seeking a publisher for the upcoming titles.

DigiFX Interactive, Inc. develops and publishes high quality and high content Internet and multi-player video games for the PC, Macintosh computer systems, Sony Playstation, Sega Saturn and Nintendo Ultra 64. Other games currently available are the award winning “Harvester”, “The Fortress of Dr. Radiaki” and “Command Adventures: STARSHIP”.

Screen shots and game details are available on DigiFX’s web site located at: www.digifx.net

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